

Common Legal Pitfalls for Game Developers

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Knowing Yourself (or the Client)

- Easier for anybody to become a gamedev
- Game developers are not “anti-lawyer,” they are “who needs a lawyer?”
- Steadfastly believes all the bad law spread online
- You may not be a triple A studio, but the law applies to you like you are

Can I Copyright My Patent?

- Understanding the basics of intellectual property:
 - Copyrights
 - Patents
 - Trade Secrets
 - aaaaaand

Trademarks!

- When is it worth it to trademark?
- Competitive Mobile Market – Your Name Has Been Used Before
- Even if it hasn't, you may get Candy Crushed
- Casinos making all names a gamble! Consent judgments galore
- How to do a proper trademark search

Parody, Fair Use, and “But I’m not even charging for my game!”

- Derivative versus Transformative Work
- Your free game is still infringing
- Fair Use and Parody don’t exist for indie devs (basically)

Working with Freelancers

- USE A CONTRACT
- Important Clauses
 - IP Assignment
 - Revenue sharing *not* equity sharing
 - Limiting the scope of projects and other ways to make sure you don't have an "employee"

Terms of Service

- Important Clauses
- User submitted content?
- Moving towards simplicity – Beat the curve

Privacy

- Privacy Policies are not optional any longer
- What metrics are you tracking?
- COPPA